

iLEARNTECHNOLOGY

Technology Rules/Responsible Use Policy



Lesson: Technology Rules and Responsible Use Policy

Grade Level: Kindergarten- 5th Grades

Objectives and Goals: Students will learn proper use of classroom technology. Students will read, discuss, and sign the Responsible Use Policy for technology.

ISTE NETS*:

2. Digital Citizenship Students:

- a. advocate and practice safe, legal, and responsible use of information and technology.
- b. exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.
- c. demonstrate personal responsibility for lifelong learning.
- d. exhibit leadership for digital citizenship.
- e. exhibit leadership for digital citizenship.

*2007 International Society for Technology in Education National Education Technology Standards

Resources:

- Interactive Whiteboard (Wiimote whiteboard, or projector-connected computer)
- Internet connection (web browser: Firefox, Safari, or Opera with Java plugin installed)
- Keynote or Powerpoint rules template
- Responsible Use Policy (one per student)
- Interactive Puzzles created on www.jigsawplanet.com
- Step-by-Step instructions for Jigsaw Planet

Lesson Preparation:

- Use the Keynote/Powerpoint rules template to create puzzle images for Jigsaw Planet*
- Export slides as JPEG images*
- Upload images to Jigsaw Planet to create interactive puzzles*

* See Step-by-Step instructions for lesson preparation.

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Anticipatory Set: Give students a brief summary of the technology they will be using throughout the school year (digital cameras, computers, iPods or MP3 players, flash drives, CD's, DVD's, projectors, etc.). Ask students why it is important to know the rules of a board game or sport before they play. (Answers may include: so everyone plays fair, to keep us safe, to tell us how to play the game, etc.). If it is important to have rules to help us know how to correctly play a game, why might it be important to have rules for using technology? (Answer may include: to tell us how to behave when we use technology, so we know how to treat out equipment, so we know how to be safe when using the technology). Students will be playing a team game with Jigsaw Planet to learn the rules of using school technology.

Direct Instruction: Split the students into two teams (this could be boy vs. Girl, odd vs. even numbers, or random). Explain to students that each team is going to have the opportunity to complete a jigsaw puzzle. Every students will get the chance to help put the puzzle together. When a team is up, one student will come to the whiteboard and attach 3 puzzle pieces and then hand off play to a teammate, that student attaches 3 puzzle pieces and hands off play to another teammate. Play continues this way until the puzzle has been completed. When the puzzle has been solved, a popup will show how fast the puzzle was completed. Keep track of these times on a scoreboard. When the puzzle has been completed, a member from the opposite team will read the rule to the class. Discuss rules as needed. Trade off teams until every puzzle has been completed and each student has had the opportunity to help put a puzzle together. The team that put the puzzles together with the fastest times wins.

Guided Practice: After all rule puzzles have been assembled, ask students if they have any questions about the rules or if they have ideas for additional rules.

Introduce students to your school Responsible Use Policy. This is an important agreement between the students and the school about how technology will be used at school. Explain to students that they must agree to follow all of the guidelines on the Responsible Use Policy before they can use any technology equipment. Read over the policy together answering questions as necessary. Make sure that students understand that by signing the Responsible Use Policy, they are agreeing to follow all the guidelines. If any of these guidelines are violated, students may have the privilege of using technology at school taken away.

Independent Practice: Students will take home the Responsible Use Policy. Encourage Students to talk to their family about the Responsible Use Policy and the rules they learned in class. The Responsible Use Policy should be returned to the classroom signed by both the student and a parent or guardian.

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Closure: As a class, create a poster sized version of the Responsible Use Policy using butcher paper or several sheets of 8.5x11 paper. Allow each student to sign the Responsible Use Policy poster. Post these in your classroom as a visual reminder of the rules and guidelines.

Alternative Lesson Ideas: Now that you know how to customize jigsaw puzzles for your interactive whiteboard, consider these additional uses for <http://jigsawplanet.com>

- Create puzzles of your classroom policies for a first week of school activity.
- Honor your star student or VIP of the week by creating a special puzzle for them. This could include a picture of them or a Wordle (<http://wordle.net>) of kind words that their classmates say about them.
- If you have a beginning-of-the-year back to school night or open house, take a class picture of your students holding up a secret message for their parents. As parents filter into the room, direct them to the interactive whiteboard to put together a puzzle piece or two. By the time parents are settled, the message from the kids will be revealed.
- Show students how to create their own jigsaw puzzles on Jigsaw Planet. Students can upload spelling words, math facts, maps, or vocabulary to practice. If you students keep blogs or a class website, the jigsaw puzzle they created can be embedded in the online space.
- Students can create an autobiography poem. Students create a collage all about themselves in Keynote or Powerpoint, take a screen shot of the collage, and upload the puzzle to Jigsaw Planet. Students can take turns assembling each other's puzzles and guess who the student is based on the pictures in the collage. This is a fun twist on a getting to know you activity.
- Reveal secret messages to your students through a jigsaw puzzle.
- Jigsaw planet isn't just for interactive whiteboards, it also makes a great center activity on classroom computers. Please note that you will have to embed the Jigsaw puzzle in a class website or blog to access from multiple computers.

Learn more about Jigsaw Planet on iLearn Technology <http://ilearntechnology.com/?s=jigsawplanet&x=0&y=0>